Character: Leonardo "Ardo the

Player: Ed Freeman

Saga:

Setting: Current Year: 1207

House:

Age: 25 (25) Size: 0 Confidence: -

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:
Year Born: 1182
Gender: Male
Race/Nationality:
Birth Place:
Religion:
Title:
Height: 5'2"
Weight: 135 lbs
Hair:
Eyes:
Handedness:

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		+1
Perception	Per		+1
Presence	Pre		-1
Communication	Com		-3
Strength	Str		+2
Stamina	Sta		+2
Dexterity	Dex		+3
Quickness	Qik		+3

Virtues and Flaws

Warrior (0/50) (Minor, General)
Improved Characteristics (×2) (Minor, General)

Feral Upbringing (0/120) (Minor, General)
Incomprehensible (Minor, General)
Carefree (Minor, Personality)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
15	Athletics	2
15	Area Lore	2
30	Animal Handling	3
30	Awareness	3
30	Brawl	3
5	Folk Ken	1
30	Hunt	3
75	Prof: Rat Catcher	5
5	Chirurgy	1
50	Stealth	4
30	Legerdemain	3
15	Survival	2
15	Swim	2
15	Bows	2
30	Great Weapon	3
50	Single Weapon	4
30	Thrown Weapon	3

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Personality Traits

	SCORE
Brave	+0
Brave	+2
Loyal	+3
Curious	+2

Reputations

	SCORE

Notes

Fatigue Levels

❑			Fresh
❑	0	2 min.	Winded
❑	-1	10 min.	Weary
❑	-3	30 min.	Tired
❑	-5	1 hr.	Dazed
❑		2 hr.	Unconscious

Wounds

	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-5	❑❑❑❑❑❑❑	-1	
Medium Wounds	6-10	❑❑❑❑❑❑❑	-3	
Heavy Wounds	11-15	❑❑❑❑❑❑❑	-5	
Incapacitated	16-20	❑		
Dead	21+	❑		

Armor

Soak: +4 = 2 (Sta) + 2 (prot) + 0 (Virtues)
Partial Metal Reinforced Leather Armor*: protection: 2, load: 2

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	3 + 0 + 0 = +3	--	3 + 3 + 0 = +6	--	--	Touch
Spear, Short/Shield, Round	3 + 2 + 0 = +5	3 + 4 + 2 = +9	3 + 4 + 2 = +9	2 + 5 = +7	1	
Sling	3 - 3 + 0 = +0	3 + 3 + 1 = +7	3 + 3 + 0 = +6	2 + 4 = +6	--	20
Spear, Long	3 + 3 + 0 = +6	3 + 3 + 3 = +9	3 + 3 + 1 = +7	2 + 7 = +9	3	
Knife, Throwing	3 + 0 + 0 = +3	3 + 3 + 1 = +7	3 + 3 + 0 = +6	2 + 2 = +4	--	5
Fist	3 + 0 + 0 = +3	3 + 3 + 0 = +6	3 + 3 + 0 = +6	2 + 0 = +2	--	Touch
Kick	3 - 1 + 0 = +2	3 + 3 + 0 = +6	3 + 3 - 1 = +5	2 + 3 = +5	--	Touch

Equipment

Workman's Clothes

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